FAMILY FEUD

**INSTRUCTION MANUAL FOR
THE 3DO™ SYSTEM**

GAME*TEK*

FAMILY FEUD

INSTRUCTION BOOKLET FOR THE 3DO™ SYSTEM

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GameTek's™ Family Feud™ for the 3DO System gives two families of five members each a chance to al and unusual questions. With over 4,000 questions based on surveys of 100 people, Family Feud provides your 3DO System with the same kind of fun contestants have been enjoying on this long-running game show.

To ensure maximum enjoyment of your new software please read this instruction manual thoroughly. Please save your manual in a convenient place for future reference.

Will your family earn the 300 points by guessing the most popular responses to the TV game show's actual survey questions? In the Bull's-eye Round you can earn the right to play for up to "$20,000", but to win the "dollars" you'll have to defeat another family in two or more Main Rounds, and then score 200 points in the Fast Money Round. If your family has the staying and playing power to win all five times, your earnings can reach "$100,000".

THE CONTROLS

CONTROLL PAD
Move cursor

BUTTON C
Logs in your response

Panasonic

BUTTON A
Enter: Number/Letter

BUTTON B
Buzz In/Delete: Number/Letter

THE BUTTONS

Button A	Buzz in for Question Control
	Enter: Number/Letter
	Toggle Options
	Select: Play/Pass
Button X	Use to save game
Button B	Delete Number/Letter
Button C	Logs in your response
Control Pad	Move Cursor
	Toggle Options

SETTING UP THE GAME

❶ From the spinning Family Feud Logo, press Button A, B, C or the Control Pad. Use the up and down arrows to move between Game Options, Restart Game, Start Game, and View High Scores.

❷ When Game Options is highlighted, press the A, B or C button to bring up the options menu. To change the music setting, use the up/down arrow on the control pad to highlight Music and press the A button to toggle between On and Off.

❸ To change the speech setting, use the up/down arrow on the control pad to highlight Speech and press the A button to toggle between On and Off.

❹ To change the sound setting, use the up/down arrow on the control pad to highlight Sound and press the A button to toggle between On and Off.

❺ To change the rapid play setting, use the up/down arrow on the control pad to highlight Rapid Play and press the A button to toggle between On and Off. With Rapid Play off, you will be prompted each time it's your turn to enter a response, and you will have to press any button to close the prompt.

❻ Difficulty levels are novice, easy, average, good, and amazing. With each higher level, your computer opponents' speed at ringing in and accuracy of answers increases.

❼ You can customize the score and time limits in the game if you wish. Use the cursor to highlight Customize Rules and press the A, B or C button. To change the amount of time you have to enter your response, highlight Answer Entry Timer. Use the A button to cut down the time (to a minimum of 10 seconds) and the B button to add to your time (to a maximum of 99 seconds).

❽ To change the score needed to win the initial rounds, highlight Score To Enter The Fast Money Round and use the A button to decrease the necessary score (to a minimum of 100 points) or the B button to increase the necessary score (to a maximum of 999 points).

❾ To change the time limits in the last money round, highlight First Stage and use the A button to decrease the time limit (to a minimum of 10 seconds), or the B button to increase the time limit (to a maximum of 999 seconds). Use the same procedure to change the time limits in the Second Stage as well.

❿ To change the number of points needed to win the jackpot, highlight Jackpot Score and use the A button to decrease the score (to a minimum of 10 points) or to increase the score (to a maximum of 999 points). When you are finished, highlight Done and press the A, B or C button.

⓫ To change the names and characteristics of a family, use the control pad to highlight Customize a Family. There are four families: Sanchez, Williams, Murray and Khera. press the right and left arrow keys until the family you want is on the screen and their family name is highlighted. Press the A, B or C button to bring up the family data screen.

⓬ You will notice that the father's picture is highlighted. To enter new information to go with this picture, use the up and down arrow keys to highlight the appropriate information, then press the A button. You may enter first and last names of up to eleven letters each by using the control pad to move the cursor between letters, the A button to enter letters, the B button to delete letters, and the C button to lock in your choices. Use the same procedure to enter hobbies and occupation. Age can be decreased to 0 and increased to 199. Sex can be toggled back and forth between Male and Female, while Intelligence toggles between Hopeless, Poor, Average, Good, and Genius.

⓭ When complete, highlight Done and press the A, B or C button. Any customizing you do of a family is lost when you turn the 3DO System off.

TO RESTART AN OLD GAME

❶ From the main menu, highlight Restart Game to continue a game you have previously saved.

❷ Games may be saved during regular play by pressing the X button. Use the control pad to select a save game slot, and press the A button to bring up the alphabet. Then use the control pad to move through the letters and the A button to enter letters, as you type in a name for your saved game. Use the B button to delete letters.

❸ When you are finished, press the C button to lock in the name of your saved game.

TO START A NEW GAME

❶ Highlight Start Game to start a new game. Use the control pad to view the four different families, and press the A button when the family you want to play is on the screen.

❷ Highlight View Hi-Scores to see all-time high scores. As your family wins games, its name will be added to this list.

❸ Use the control pad to move the highlighting between Family vs Family, Family vs 3DO System, 3DO System vs 3DO System, and Practice

❹ If you choose to play a practice game, you can select which rounds you want to play. You can choose to turn on the Bullseye, Single, Double, Triple and/or Fast Rounds by highlighting the round and then using the A button to change the display from OFF to ON.

❺ In the Family vs. 3DO System game, the player will be pitted against a computer controlled family. The player's family can play up to five games, but as soon as the computer family wins they must start again.

❻ In the Family vs. Family Game, 2 players' families battle directly. A family can play up to five times, but as soon as an opposing family wins, they're out and must start again.

❼ In the Practice Game the player has no opponent. The family simply plays until they amass 300 points, and then goes for the big "money" in the Fast Money Round. This game is a good way to learn the way the game plays, or to relax and answer questions without the competition.

❽ The game automatically starts when both families have been selected.

THE BULL'S-EYE ROUND

❶ Before the Bull's-Eye round, $5,000 is added to each Family's Fast Money Jackpot. To win the Jackpot they must defeat the other family and score 200 or more points in the Fast Money Round.

❷ During the Bull's-eye Round the families try to add wealth to their Jackpot by guessing the Number One answers to questions.

❸ Starting with the Fathers, a member of each family is squared off against his or her counterpart from the opposing family. The first question is worth $1000, the second $2,000, etc. until the fifth and final question, which is worth $5,000. If a contestant gets the Number One answer, the Bull's-Eye, his or her family adds that amount to the Jackpot.

❹ A Bull's-Eye Board and the host and two contestants are shown on the screen. The question box will then appear. The contestants then have three seconds to buzz in.

A. In a Family vs. Family game, the first contestant to press any button on his controller wins the chance to answer first.

B. In a Family vs. 3DO System game, the human contestant must press any button before the computer contestant does in order to win the chance to answer first.

C. In the Practice Game, there is no opponent, so the player must only beat the three second time limit.

❺ If neither player buzzes in before three seconds have passed, a red x meaning incorrect appears, and the game continues to the next question.

⑥ Pressing the button brings up the alphabet box, and activates the timer. The player has 30 seconds to enter all the letters or numbers in the answer.

⑦ Enter your answer using the same method used for entering the family name. Use the CONTROL PAD to move the cursor over the appropriate letter in the alphabet box. When the correct letter is highlighted, press the A button to select it. Pressing the B button will delete the previous letter chosen. When you are done entering letters, press the C button.

⑧ When entering an answer, you may move the cursor to the blank space to add a space between two words, or you may run words together; either way is acceptable.

⑨ If the first player to buzz in does not get the Number One answer, the second player automatically gets the chance to enter an answer.

⑩ When all five questions have been played, each family is shown with the amount money they could win in the Fast Money Round. The game then proceeds to the first Toss Up question.

THE TOSS UP QUESTION

❶ The first question is a toss-up for the first player from each family to begin the family feud. This question determines which family gets to guess the answers to the survey question.

❷ The question is then asked. Each player then has three seconds to buzz in by pressing any button on his or her controller.

❸ Like in the Bull's-eye round, the first player to buzz in wins the chance to answer first. Answer the question the same as you did in step 7 of the Bull's-eye round.

④ If your answer was one given in the survey, it is shown on the answer board in the order of the survey results.

A. If it is the number one answer people gave, your family automatically wins the toss up and gets the option to play or pass.

B. If it is a survey answer, but not the top one, or it is an incorrect answer, the other family's player gets to provide an answer.

C. If neither player enters a correct answer, then the second player of the first family to buzz in gets a chance to answer. If she or he is wrong, the second player from the second family gets a chance to answer, and continues this way through both families until there is a correct answer. If no member of either family can enter a correct answer, a new question is posed.
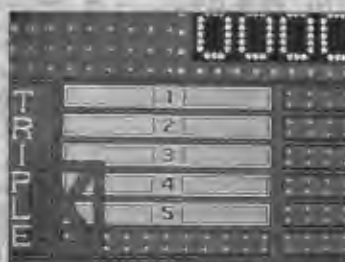
⑤ The winner of the toss-up is given the option of playing (answering) the question or passing to the other family. Use the control pad to toggle between Play and Pass. Press button A, B or C to make your selection.

PLAYING THE MAIN ROUNDS

If your family has chosen to play (answer the questions) or if the other family has passed the question to you, you must provide the remaining answers to the survey question in 45 seconds.

① Enter your answers in the same manner as the toss up question.

② Answering questions continues through each family member until all answers are revealed or until you accumulate three incorrect answers (indicated by three red "incorrect" X's on the answer board).

③ If your answer was included in the survey responses, it will be displayed along with the points on the answer board. The points represent the number of people who provided that answer. These points are kept in a "bank" and then become the winning point values for each round.

❹ If you successfully provide all the answers, you get to keep the points accumulated in the bank.

❺ If you guess three incorrect answers, the other family gets the chance to "steal" all the points you have accumulated in the bank. They can do this by answering one correct answer to the survey question. If they do not give a correct answer, your family gets to keep the points.

❻ Now, the next family members, the mothers, face off for a toss up question. Play proceeds as in steps 1 through 5 except that all point values are doubled.

❼ If 300 points have not been reached by either family after the mothers feud, the third members of each family face off with point values tripled. The face off continue through both families with point values tripled until one side accumulates 300 points.

❽ The first family to accumulate 300 points (or more) is the winner and goes on to play the Fast Money Round.

THE FAST MONEY ROUND

❶ In the Fast Money Round two members of each family are selected to answer five survey questions. The first contestant has 2 minutes. The second contestant has 2 minutes 30 seconds.

❷ Choose which of the five family members you want to play in the Fast Money Round. Use the control pad to highlight a face on the top row and move that face to the bottom row. Move the highlighting to Done and press the A, B, or C button when finished.

❸ Questions are answered exactly as in all previous rounds, except that the C button is used to PASS on a difficult question. A question that is passed on will be answered at the end of questioning if there is still time on the clock.

❹ The first family member provides one answer to each question. When s/he is done or when time runs out, the answers are revealed on the board, along with the number of people who gave the answer to the survey question.

⑤ The second family member gets a chance to provide answers to the same set of questions. If there is a repeated answer, a warning sound is heard. The player then must give an alternate answer.

⑥ When the second family member has answered all the questions or when time has run out, both sets of answers are then revealed.

⑦ If the total points of both sets of answers is 200 or more, the family wins the amount in their Bull's-eye Round Jackpot. If it is less than 200, the family wins $5 for each point.

WINNING THE GAME

① In a Family vs. Family game, the winning family can choose to continue if they haven't won five times. If they continue the other family must re-enter another family name.

② In a Family vs. 3DO System game against a computer family, if the human family wins the Fast Money Round, they can choose to continue if they haven't won five times. The computer then generates another opponent family.

③ One family cannot play more than five consecutive times.

MESSAGE TO THE PLAYERS

① Spelling: This game has been programmed to allow for minor variations and errors in spelling. If a misspelled answer is reasonably close to the word's actual spelling, the computer will accept it as correct and will display the actual spelling when accepting the player's answer.

② This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

CREDITS

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